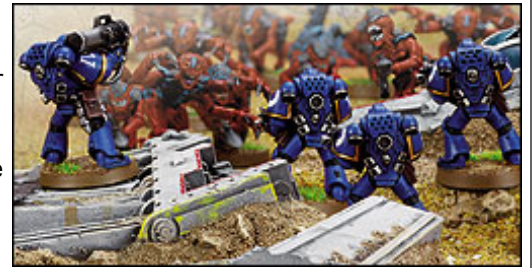




MISSION 4.1 NIGHT ATTACK

Battle Brother Atreus peered into the gloom, his enhanced vision allowing him to discern shapes and features in the darkness that no normal man could ever hope to see. Squad Octavian had been dropped off near the objective area, while Atreus and his brethren had to march through the night. The mission imperative was to rendezvous with Octavian in all haste, even if that meant a forced march through Macragge's nocturnal cycle.



In the dark, he saw the alien. A filthy xeno, one with four sinewy arms and a hunched, armoured back. With a few curt orders, the squad was ready for battle, bolters raised.

"Squad," Atreus bellowed, "choose your targets carefully – show no mercy."

FORCES

ULTRAMARINES

- Squad Atreus

TYRANIDS

- 6 Genestealers

OBJECTIVE

ULTRAMARINES

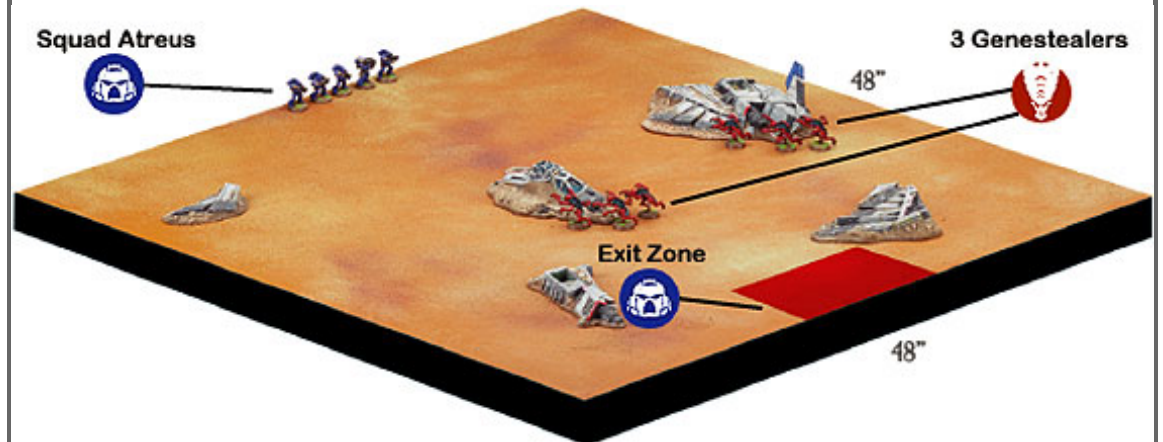
- **Win:** Three or more Ultramarines can move into the objective area.

TYRANIDS

- **Win:** Three or more Ultramarines are killed.

SET-UP

Place Squad Atreus in the centre of one table edge. The Tyranid player sets up the wreckage with no piece closer than 12" to any board edge. The pieces also may not be closer than 6" to each other. The Tyranid player may place the Genestealers – in two broods of three – touching any piece of wreckage as long as no Genestealer is within 18" of any Ultramarine model.





ULTRAMARINES RULES

Move: Squads (or units) are a group of models that move, shoot, and assault together. All models in a squad must always end their move within 2" of another model from the same unit. The squad may move up to 6" in any direction in the Ultramarines' turn. If they move over wreckage, roll 2D6 – the higher D6 result indicates the maximum distance in inches the unit can move this turn.

Night Fighting: The darkness of Macragge's nocturnal cycle makes shooting difficult, even for Space Marines. Once the Ultramarines player has chosen a target, but before measuring range and rolling dice to determine hits, that player must determine how far his Space Marines can see in the dark.



Roll 2D6 and multiply the result by three. This calculation produces a number between six and 36. This score is the distance that the Ultramarines can fire this turn (although the maximum ranges for bolters and the missile launcher still apply). If their intended target is outside of this range, those shots are wasted. Roll to determine this range each turn – otherwise, shooting (including the missile launcher and its various rounds) works as described in [Mission 5](#).

Assault: Ultramarines may assault as described in [Mission 4](#).

TYRANIDS RULES



Move: Each Genestealer brood may move up to 6" in any direction in the Tyranid turn. If they move over wreckage, roll 3D6 and the highest scoring D6 is the maximum distance in inches they can move this turn.

Assault: Any Genestealers whose assault move brings them into base contact with the Space Marines will fight in close combat. When moving the Genestealers into contact, they can spread out and attack different targets, so long as models from the same unit are no more than 2" apart. They cannot bypass unengaged models or move through gaps narrower than their base width.



Genestealers are very fast, and so they get to strike first. They have 2 attacks. However, on the turn they charge into assault, they gain a bonus attack, giving them 3 for that turn. D6 rolls of 3, 4, or 5 hit their target and have a chance to wound them. Space Marines are wounded on a 4+. Any "To Hit" roll that produced a 6 means the Genestealer instantly rends its opponent apart, tearing through his armour and killing him outright.

"The darkness of Macragge's nocturnal cycle makes shooting difficult, even for Space Marines."

Saving Throws: Models wounded in assault can make an Armour Save roll, to see if their armour prevents the wound. The Space Marines need to roll a 3+ to have their power armour save them. Saves cannot be made against Genestealers that roll a 6 to hit – their claws can punch straight through armour! Remove any Space Marine who fails his save.

Genestealers have their own natural armour, and can avoid being wounded on a roll of 6 for their Armour Save. Genestealers that fail to save are removed.

Fighting Back: Any models that survive an assault strike back by rolling one attack each. The Space Marines hit the Genestealers on a 4+ and inflict a wound on a subsequent roll of 4+.

Continual Tide: At the end of each Tyranid turn, on the roll of a 4+ the Tyranid player may create one new brood using three Genestealers previously

- 1 The Ultramarines player may choose which board edge the Genestealers enter play.

removed as casualties. These are deployed touching the centre of a board edge that is determined based on the chart to the right. The Tyranid player should roll a D6 and consult the chart. If there are not enough Genestealers available to create a new brood, then no reinforcements are brought into play that turn.

- 2-5** The D6 roll falls under the diagram (right) – the number corresponds to the side where the Genestealers enter.
- 6** The Tyranid player may choose which board edge the Genestealers enter play from.

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